
Subject: Re: FTP Uploader script
Posted by [Hex](#) on Sun, 22 Nov 2009 05:25:38 GMT
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I'll start you off, you have a FTP function

So

```
for (GenericSLNode* PlayerIter = PlayerList->HeadNode; (PlayerIter != NULL); PlayerIter =
PlayerIter->NodeNext)
{
    cPlayer *p = (cPlayer *)PlayerIter->NodeData;
    if (p->IsActive)
    {
        const char *Nick = WideCharToChar(p->PlayerName);
        printf("Nick %s Score %.0f Kills %d Deaths %d\n", Nick, p->Score.Get(), p->Kills.Get(),
p->Deaths.Get());
        delete[] Nick;
    }
}
```

This will allow you to pull almost all information of your players.

```
char Path[256];
GetCurrentDirectoryA(52, Path);
strcat(Path, "\\YourFile.txt");
void *f = (void *)fopen(Path, "w");

fprintf((FILE *)f, "%s\n",.....);

fclose((FILE *)f);
```

This will allow you to write to a file

\n = new line
\t = tab

format control
